

Abstract5 Operating System for a Computer Based on C++ Programming Techniques

An object oriented operating system handles all objects related to text strings as belonging to one of three classes, in which each class performs a different function and at least one such class is modified to do so in a way that reduces code and cycle overhead. This reduces executable code overhead to minimise the amount of memory required, and allows execution in a minimum number of cycles to minimise power consumption. The operating system is particularly well suited to ROM based mobile computing devices.

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